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Application No.: 10/672,590

*In the Claims*

Please amend the claims as follows:

1-16. (Cancelled)

17. (New) A game for encouraging players to interactively communicate with one another, the game comprising:

a plurality of hypothetical real-life scenarios, wherein the scenarios do not have definitive answers but are used to provoke ones thoughts and principles; and

a path from a start to a finish point, wherein players traverse the path as they play the game;

wherein the players take turns being a player-in turn, and for each turn

the player in-turn is provided with a hypothetical real life scenario, analyzes the real life scenario, and provides a response that describes what they believe should be done in response to the scenario, and

at least one of the other players score the response.

18. (New) The game of claim 17, wherein the player in-turn provides at least one principal that assisted in their response.

19. (New) The game of claim 17, wherein the at least one of the other players provides feedback to the player in-turn regarding their response.

Applicant: David A. Esposito  
Application No.: 10/672,590

20. (New) The game of claim 17, wherein the path has a plurality of categories defined thereon, and the player in-turn is provided with a scenario based on their category on the path.

21. (New) The game of claim 20, wherein the plurality of hypothetical real life scenarios is divided into a plurality of scenario categories.

22. (New) The game of claim 21, wherein the scenario categories include situations that may be encountered by at least some subset of parents, children, spouses, adults, and participants in the workplace.

23. (New) The game of claim 17, further comprising a plurality of game pieces wherein each player marks their location on the path with the game piece.

24. (New) The game of claim 17, further comprising a device to randomly determine how far along the path a player moves.

25. (New) The game of claim 17, further comprising a time tracker,

Applicant: David A. Esposito  
Application No.: 10/672,590

wherein time for the response is limited.

26. (New) The game of claim 17, wherein the path is located on a game board.

27. (New) The game of claim 17, wherein spaces on the path award or subtract points based on a scenario described thereon.

28. (New) A method of playing a game that requires players to analyze real life situations, the method comprising:

gathering a plurality of players;

selecting an order for the plurality of players to be a player in turn, wherein for each turn

a player in turn proceeds down a path;

a player in turn is provided with a hypothetical real-life scenario based on their position on the path, wherein the scenario does not have a definitive answer;

the player in turn analyses the scenario and provides a response that describes what they believe should be done in response to the scenario; and

Applicant: David A. Esposito

Application No.: 10/672,590

at least one of the other players scores the response.

29. (New) The method of claim 28, wherein the player in-turn provides at least one principal that assisted in their response.

30. (New) The method of claim 28, wherein the at least one of the other players provides feedback to the player in-turn regarding their response.

31. (New) The method of claim 28, wherein the path has a plurality of categories defined thereon, and the player in-turn is provided with a scenario based on their category on the path.

32. (New) The game of claim 26, further comprising providing a game board having the path formed thereon.

33. (New) A method of playing a game that encourages a plurality of players to interactively communicate, the method comprising:

providing a path with a plurality of designated spaces thereon, wherein a plurality of players traverse the path;

Applicant: David A. Esposito  
Application No.: 10/672,590

providing a plurality of hypothetical situations, wherein the situations are divided into groups, wherein at least some subset of the designated spaces correspond to the situation groups, and wherein the situations do not have specific correct answers;

taking turns being player in turn, wherein the player in turn is provided with a hypothetical situation and provides a response that describes what they believe should be done in response to the scenario;

scoring the response, wherein the scoring is done by at least one of the other players; and

tracking the score of all players.

34. (New) The method of claim 33, wherein the wherein the path has a plurality of categories defined thereon, and the player in turn is provided with a scenario based on their category on the path.

35. (New) The method of claim 33, wherein the player in turn provides at least one principal that assisted in their response.

36. (New) The method of claim 33, wherein the at least one of the other players provides feedback to the player in turn regarding their response.

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